

GUI	
- main_img: BufferedImage	
+ draw(): void	
+ GUI(int, int)	
+ keyPressed(KeyEvent): void	
+ keyReleased(KeyEvent): void	
+ keyTyped(KeyEvent): void	
+ paintComponent(java.awt.Graphics): void	

GUIgraf	
- g_panel: JPanel	
- g_window: JFrame	
+ GuiGraphics(): void	
+ QuitGame(): void	

GUImain	
+ main(String[]): void	